

IN THE CLAIMS

Claim 1 (original): A board game played by two or more players which teaches the fundamentals of wealth creation, wherein each player at the start of the game is assigned financial goals and a predetermined amount of "cash" with the player who first achieves his financial goal winning the game, said board game including: a game board having marked thereon a first playing track, said track being divided into sequential spaces; at least two distinct game tokens, one for each player, which are moved along said track; an economic cycle clock on said board with a movable hand, said clock having sectors representing boom, slump and recovery cycles respectively; a plurality of cards to be shared by all players of said board game and to be drawn by individual players, said cards marked with indica, and comprising a first set of cards corresponding to the boom cycle of the said clock, a second set of cards corresponding to the slump cycle of the said clock, and a third set of cards corresponding to the recovery cycle of said cycle clock, each set of said cards for each cycle of said clock comprising a first sub set of cards designated "opportunity" cards, a second sub set of cards designated "wild" cards, and a third set of cards designated "change" cards; one or more dices rolled by players to obtain an indication of which space on said track they should place their token; said spaces containing directions as to which sub-set of cards a player must draw from (the set being determined by the cycle indicated by said clock) and at least one space containing directions for a player whose token lands on it to be paid a predetermined amount of cash; said opportunity cards representing a purchase which a player may make when they draw said opportunity card; said change cards when drawn by a player including instructing that player to alter position of said movable hand.

Claim 2 (original): A board game as claimed in claim 1 wherein said board game is configured for teaching the fundamentals of wealth creation by investment in real estate.

Claim 3 (currently amended): A board game as claimed in claim 1 ~~any one of claims 1 to 2~~ wherein said goal work sheets for each player are included with said board game to facilitate calculation of their financial position.

Claim 4 (currently amended): A board game as claimed in claim 1 ~~any one of claims 1 to 3~~ wherein said board game includes job cards specifying said assigned financial goals and said cards are issued to each player at the start of the game.

Claim 5 (currently amended): A board game as claimed in claim 1 ~~any one of claims 1 to 4~~ wherein said job cards also name an "occupation" and an "income" from said occupation which are assigned to each player for the duration of said game.

Claim 6 (currently amended): A board game as claimed in claim 1 ~~any one of claims 1 to 5~~ wherein said board includes a second track of sequential spaces extending between two intersecting spaces of said first track, the spaces on said second track containing no useful directions to players, with the first intersection space directing players to divert to said second track if their token falls on said intersection space.

Claim 7 (currently amended): A board game as claimed in claim 1 ~~any one of claims 1 to 6~~ wherein said opportunity card provides an opportunity to purchase property.

Claim 8 (currently amended): A board game as claimed in claim 1 ~~any one of claims 1 to 7~~ wherein said financial goals related to said property and income from said property.

Claim 9 (original): A method of teaching the fundamentals of wealth creation by playing a board game wherein each player at

the start of the game is assigned financial goals and a predetermined amount of "cash" wherein each player's financial position is tracked using a financial position sheet, with the player who first achieves their financial goal winning the game, said board game including: a game board having marked thereon a first playing track, said track being divided into sequential spaces; at least two distinct game tokens, one for each player, which are moved along said track; an economic cycle clock on said board with a movable hand, said clock having sectors representing boom, slump and recovery cycles respectively; a plurality of cards to be shared by all players of said board game and to be drawn by individual players, said cards marked with indicia, and comprising a first set of cards corresponding to the boom cycle of the said clock, a second set of cards corresponding to the slump cycle of the said clock, and a third set of cards corresponding to the recovery cycle of said cycle clock, each set of said cards for each cycle of said clock comprising a first sub set of cards designated "opportunity" cards, a second sub set of cards designated "wild" cards, and a third set of cards designated "change" cards; one or more dices rolled by players to obtain an indication of which space on said track they should place their token; said spaces containing directions as to which sub-set of cards a player must draw from (the set being determined by the cycle indicated by said clock) and at least one space containing directions for a player whose token lands on it to be paid a predetermined amount of cash; said opportunity cards representing a purchase which a player may make when they draw said opportunity card; said change cards when drawn by a player including instructing that player to alter position of said movable hand.

Claim 10 (original): A method of teaching the fundamentals of wealth creation by playing a board game as claimed in claim 9

wherein said board game is configured for teaching the fundamentals of wealth creation by investment in real estate.

Claim 11 (currently amended): A method of teaching the fundamentals of wealth creation by playing a board game as claimed in claim 9 ~~any one of claims 9 to 10~~ wherein said goal work sheets for each player are included with said board game to facilitate calculation of their financial position.

Claim 12 (currently amended): A method of teaching the fundamentals of wealth creation by playing a board game as claimed in claim 9 ~~any one of claims 9 to 11~~ wherein said board game includes job cards specifying said assigned financial goals and said cards are issued to each player at the start of the game.

Claim 13 (currently amended): A method of teaching the fundamentals of wealth creation by playing a board game as claimed in claim 9 ~~any one of claims 9 to 12~~ wherein said job cards also name an "occupation" and an "income" from said occupation which are assigned to each player for the duration of said game.

Claim 14 (currently amended): A method of teaching the fundamentals of wealth creation by playing a board game as claimed in claim 9 ~~any one of claims 9 to 13~~ wherein said board includes a second track of sequential spaces extending between two intersecting spaces of said first track, the spaces on said second track containing no useful directions to players, with the first intersection space directing players to divert to said second track if their token falls on said intersection space.

Claim 15 (currently amended): A method of teaching the fundamentals of wealth creation by playing a board game as claimed in claim 9 ~~any one of claims 9 to 14~~ wherein said opportunity card provides an opportunity to purchase property.

Claim 16 (currently amended): A method of teaching the fundamentals of wealth creation by playing a board game as claimed in claim 9 ~~any one of claims 9 to 15~~ wherein said financial goals related to said property and income from said property.

Claim 17 (original): A game for teaching the fundamentals of wealth creation to players, said game comprising: means to assign an initial financial position and goals to each player at the commencement of the game; indicia of a first set of events, each event potentially affecting a player's financial position; means to indicate a current phase of an economic cycle, said economic cycle having two or more different phases; indicia of a second set of events, a subset of said second set of events being associated with each phase of said economic cycle, each event potentially affecting a player's financial position; and means to track each player's financial position from said initial position as said first set of events and said second set of events affect a player's financial position

Claim 18 (original): A game for teaching the fundamentals of wealth creation to players, said game comprising: indicia of a first set of events, each event potentially affecting a player's financial position; means to indicate a current phase of an economic cycle, said economic cycle having two or more different phases; indicia of a second set of events, a subset of said second set of events being associated with each phase of said economic cycle, each event potentially affecting a player's financial position; means to track each player's financial position; employed in a process of play comprising the steps of: i. assigning an initial financial position and goals to each player at the commencement of the game; ii. players in turn being pseudo-randomly affected by said first or second set of events; iii. tracking the affect of said events on each players financial

position; and iv. repeating steps ii and iii until a players achieves said goal.

Claim 19 (original): A game for teaching the fundamentals of wealth creation to players, said game comprising: indicia of a first set of events, each event potentially affecting a player's financial position; indicia of a second set of events each event potentially affecting a player's financial position; means to track each player's financial position; employed in a process of play comprising the steps of: i. assigning an initial financial position and goals to each player at the commencement of the game; ii. players in turn being pseudo-randomly affected by said first or second set of events; iii. tracking the affect of said events on each players financial position; and iv. repeating steps ii and iii until a players achieves said goal; characterised in that said game includes means to indicate a current phase of an economic cycle, said economic cycle having two or more different phases, wherein a subset of said second set of events is associated with each said economic phase and said economic phase affecting which subset of said second set of events affects said players.

Claim 20 (currently amended): A game as claimed in claim 17 ~~any one of claims 17 to 19~~ wherein said initial position includes a predetermined amount of "cash", a predetermined job and a predetermined income from said predetermined job.

Claim 21 (currently amended): A game as claimed in claim 17 ~~any one of claims 17 to 20~~ wherein said goals include earning a predetermined passive income.

Claim 22 (currently amended): A game as claimed in claim 17 ~~any one of claims 17 to 21~~ wherein said initial position is allocated by job cards specifying said assigned goals and said cards are issued to each player at the start of the game.

Claim 23 (currently amended): A game as claimed in claim 17 ~~any one of claims 17 to 22~~ wherein said means to track each player's position comprises goal work sheets.

Claim 24 (currently amended): A game as claimed in claim 17 ~~any one of claims 17 to 23~~ wherein said assigned goals related to property and income from said property.

Claim 25 (currently amended): A game as claimed in claim 17 ~~any one of claims 17 to 24~~ wherein said phases of said economic cycle include boom, slump and recovery.

Claim 26 (currently amended): A game as claimed in claim 17 ~~any one of claims 17 to 25~~ wherein said phases of said economic cycle are indicated by a clock with a movable hand, said clock having sectors representing each phase.

Claim 27 (currently amended): A game as claimed in claim 17 ~~any one of claims 17 to 26~~ wherein the game includes a least one track of sequential spaces, wherein at least some of said spaces contain said indicia of a first set of events.

Claim 28 (currently amended): A game as claimed in claim 17 ~~any one of claims 17 to 27~~ wherein indicia of said second set of events comprises sets of cards each card representing an event.

Claim 29 (original): A game as claimed in claim 28 each subset of cards further comprises three subsets of cards a first sub set of cards designated "opportunity" cards, a second sub set of cards designated "wild" cards, and a third set of cards designated "change" cards;

Claim 30 (currently amended): A game as claimed in claim 27 ~~any one of claims 27 to 29~~ wherein said spaces containing directions as to which sub-set of cards a player must draw from (the set being determined by the economic phase indicated by said clock)

and at least one space containing directions for a player whose token lands on it to be paid a predetermined amount of cash;

Claim 31 (currently amended): A game as claimed in claim 27 ~~any one of claims 27 to 30~~ wherein said opportunity cards representing a purchase which a player may make when they draw said opportunity card and said change cards when drawn by a player including instructing that player to alter position of said movable hand.

Claim 32 (currently amended): A game as claimed in claim 27 ~~any one of claims 27 to 31~~ wherein said game includes a second track of sequential spaces extending between two intersecting spaces of said first track, the spaces on said second track containing no useful directions to players, with the first intersection space directing players to divert to said second track if their token falls on said intersection space.